

# Apples To Apples - Rules Variations

## **\*\*\*\*\* Prize-Winning Apples (a.k.a. Dealer's Choice) \*\*\*\*\***



### **Full Text Description**

- Having played Apples To Apples at many conventions and trying many different variations, this is the combo-variation that has been the most popular. First, all players begin with (and maintain) a hand size of ten (10) instead of seven (7). Two (2) red apples are played by each player (other than the judge) each round. The judge draws and looks at the green apple privately. Before the other players hear what the green apple is, the judge decides whether the two (2) red apples from each player will be played before the green apple card is revealed, after the green apple card is revealed, or whether one (1) red apple will be played before and one (1) red apple will be played after. Only one (1) winning red apple is selected and the players still draw back to ten (10) cards in hand in between turns. Finally, at the end of each round (once each player has been the judge once), every player can pick three (3) cards they don't want, discard them, and then draw to replace them.

### **Summary Of The Rules Differences**

- Starting (& Regular) Hand Size: 10 cards
- After the judge sees the green apple, they choose one of the following options for that turn...
  - Option 1 - Players each play 2 red apples before the green apple is revealed
  - Option 2 - Players each play 2 red apples after the green apple is revealed
  - Option 3 - Players each play 1 red apple before the green apple is revealed & 1 red apple after the green apple is revealed
- After each round (everyone's been the judge), each player may toss out 3 red apples they don't want and draw to replace them.

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